HAILEY WHITE

Phone: (385) 214-8415
Email: haileywhite280@hotmail.com
LinkedIn: HaileyWhite
Portfolio: https://hwhite280.github.io/
GitHub: HaileyWhite

Technical Skills

Game Engines	**Art & Design**	**Coding Languages**
Unity, Unreal Engine 5	Adobe Products, Clip Studio Paint, Maya, Blender	C#, Java, C++, JavaScript, HTML, CSS

Industry Experience

UI AUTOMATION INTERN – AdvancedMD –   March 2023 – June 2023
Neumont Collaborative Project

- Working remotely focusing on UI Automation for web browser and application testing.
- Managing code use using Azure DevOps as source control and using Amazon WorkSpace with Visual Studio and C# to create validation tests.

Technologies Used: Azure DevOps, Teams, C#, Visual Studio, Amazon WorkSpace

ART DIRECTOR – Alpacalypse –   January 2023 – March 2023
Neumont Game Studio

- Collaborated to create a game called Alpacalypse on Steam using the Unity game engine.
- Designed 2D aspects and created concept art of 3D aspects using Clip Studio Paint and animated using Adobe Animate.

Technologies Used: GitHub, Unity, C#, Trello, Clip Studio Paint, Adobe Animate, Steam

GAME DEVELOPER – Project Stardust –   October 2022 – December 2022
Neumont Capstone Project

- Learned solo mobile game design in the Unity engine and Android SDK to create a 2D mobile rhythm game using Visual Studio and C#.
- Utilized Trello for task management and PlasticSCM as a source control while designing game art in Clip Studio Paint and Adobe Photoshop.

Technologies Used: PlasticSCM, Unity, C#, Visual Studio, Trello, Clip Studio Paint, AndroidSDK, Adobe Photoshop

Education

BACHELOR OF SCIENCE IN SOFTWARE AND GAME DEVELOPMENT September 2023
Neumont College of Computer Science - Salt Lake City, UT
GPA 3.5

Awards

1ST PLACE BEST PROJECT – NEUMONT PROJECT SHOWCASE March 2023